CLAIMS

1 A method for enabling remote betting using cell phones comprising:

    providing a telephony interface configured to receive voice and location

5   data from a cell phone associative with a phone session;

    determining gaming restrictions, if any, from said cell phone location data;

    associating applicable gaming restrictions, if any, with said phone session;

    receiving a first identifier through said telephony interface associative with

said phone session;

10   associating said first identifier with an age;

    using said age and said applicable gaming restrictions to determine

allowable gaming-related actions;

    receiving gaming-relating data associative with said phone session; and

    using said gaming-related data for at least one of placing bets or purchasing

15 lottery tickets in accordance with said applicable gaming restrictions, if any.

2 The method of claim 1 further comprising:

    sending data receivable by a cell phone communicating gaming-related

restrictions, if any.

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3 The method of claim 1 further comprising:

receiving a second identifier through said telephony interface associative with said phone session, said second identifier being a biometric identifier;

associating said second identifier with said phone call;

receiving a further biometric identifier and comparing said second identifier

5   with said further identifier upon one of starting gaming-related data reception or upon ending gaming-related data reception; and

rejecting said gaming-related data if said further biometric identifier and said second biometric identifier do not match.

10   4 A remote-betting system using a cell phone comprising:

a telephony interface configured to receive voice and location data from a cell phone;

one of a database or settable state operative with said telephony interface and configured to associate voice and location data with a phone session;

15   a program operative with said database or said settable state configured to receive a first identifier through said telephony interface associative with said phone session, associate said first identifier with an age, determine gaming restrictions based on said cell phone location data and said age, to receive gaming-relating data associative with said phone session and to send allowed gaming-

20   related data to at least one of a lottery interface or a gaming interface to enable betting thereby.

5 The system of claim 4 where said program is further configured to send data receivable by a cell phone having gaming-related restrictions therein.

6 The system of claim 4 where said program is further configured to receive a second identifier through said telephony interface associative with said phone session where said second identifier is a biometric identifier, and is further configured to receive a later-submitted biometric identifier and to compare said second identifier with said later-submitted identifier and to reject any gaming-related data if said later-submitted biometric identifier and said second biometric identifier do not match.

7 A system for cell phone betting comprising:

means for receiving voice and location data from a cell phone associative with a phone session;

means for receiving a first identifier associative with said phone session;

means for associating an age with said first identifier;

means for determining applicable gaming restrictions using said cell phone location data and said age and associating said restrictions with said phone session;

means for receiving gaming-relating data associative with said phone session; and

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means for using said gaming-related data for placing bets or purchasing

lottery tickets in accordance with said applicable gaming restrictions.

8 The system of claim 7 further comprising:

5   means for sending data receivable by a cell phone communicating gaming-

related restrictions.

9 The system of claim 8 further comprising:

means for receiving a second identifier associative with said phone session,

10   said second identifier being a biometric identifier;

means for receiving a further biometric identifier and comparing said

second identifier with said further identifier and rejecting any gaming-related data

if said further biometric identifier and said second biometric identifier do not

match.

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